

STUFF

MURD'RING MINISTERS is a gamezine dedicated to the postal play of DIPLOMACY and MACHIAVELLI. Subscriptions are \$5.50/12 issues. MM is published by Ron Brown, 1528 El Sareno Pl., Bakersfield, CA 93304. Phone - (805) 834-8409.

Well, where to I start? Welcome to this all-reading issue of MM. I originally intended to send this to you earlier, but with the inevitable procrastination on my part, this issue will not be totally completed until on or near the deadline for the games. Since writing all of your addressee isn't my biggest thrill in life, I'll send both issues together. Now I'll only have to write seventy addressees once! Included in the issue is an updated, revised set of official MM Houserules. They needed a bit of updating and I know several of you have requested copies and this is the only way to make sure I don't leave someone out. Besides, I want you all to have a copy. So there. Also is a copy of the address list. This too hasn't been printed for awhile. So you can see who all reads this thing and Dick Martin will have all of you for his Census . . .

Speaking of which, Dick and Julie Martin in their latest RETALIATION (a monstrous 82 page anniversary issue) announced that they will once again this year undertake a Hobby-wide Census. Dick has recently bought an ATARI computer and can use it to help him in compiling this year's census. All publishers are urged to print their sub lists in their zines and send a copy to Dick or else just a copy of your mailing list. Dick hopes all contributors this year will be able to receive a free copy. Write to Dick Martin, 26 Orchard Way N., Rockville, MD 20854 for more info or to send your list.

ORIGINS is over for another year and the con reports from various zine are beginning to roll in. Fred Davis, 1427 Clairidge Rd., Baltimore, MD 21207 had a nice report in BUSHWACKER #143 about it. Congratulations go to Joyce Singer, a non-postal player from Dayton, Ohio for winning the DIPLOMACY Tournament. This is the first time a lady has won a major DIP Tourney! Eric Ozog, well-known ~~old~~ former pubber and DIP player (and player in 1982HZ in these pages) came in second. Mark Berch won the Friday night Gunboat DIP Tournament. All in all there were 16 Boards in play with 112 players involved in Round 1. The DON MILLER AWARD for meritorious service went to Rod Walker, for his service during the 1981-82 period. The site for ORIGINS '84 will be Dallas, Texas. ORIGINS narrowly beat out MARYCON II which will be held in Fredricksburg, VA as host for the 1984 DipCon. Many on the east coast feel this was a rotten choice as most east coast players will not be able to make the Dallas event. However, DipCon is supposed to be rotated to various locations around the nation, and this will only be the second ever DipCon held in Region III. I hope more than the 36 people Fred estimates will show up can make it, otherwise the DipCon Society should strongly consider changing the rotation idea - perhaps it could be help alternately between the east coast and the west coast? Elected to the DipCon Society Administration Committee for 1983-84 were Al Pearson, Pat Conlon, and Ed Wrobel.

Gary Coughlan announced in EUROPA EXPRESS #26 that the ZINE REGISTER is out. The ZR is the new name for the old ZINE DIRECTORY which lists all postal DIP zines known throughout the world and gives pertinent information about them, such as sub costs, games offered, printing method, etc. Gary says the new ZR costs \$1.82 for U.S. folks and is available from Roy Henriks, 128 Deerfield Drive, Pittsburgh, PA 15235.

Mark Luedi, PO Box 2424, Bloomington, IN 47402 is interested in working on a new PUBLISHER'S HANDBOOK. The P'SHB used to be put out by the old IDA and contained valuable info for those thinking about starting new DipZines. Any ideas, old handbooks, etc. should be sent to Mark.

Along a similar vein, Dick Martin is considering starting up a new zine just for publishers entitled HOUSE OF LORDS. He envisions it taking the spot once occupied by the old and defunct PEERLESS. If you are a publisher/GM, either active or retired, and have any ideas to share with others about publishing-related topics, write to Dick (see pg. 1 for his address).

Mika Mills, 26 Laurel Road, Sloatsburg, NY 10974 is the Grand Kommissar of the PDO (People's Diplomacy Organization) and is actively soliciting materials to be offered for sale at the People's Diplomacy Organization Relief Auction. The PDORA is to generate extra bucks for hobby services such as the Boardman Number Custodian, Orphan Games Project, etc. Mike is hoping to take in the area of \$250 or so to help with these hobby service expenses. If you have a game, a game opening, a subscription, back issues, or whatever you think people might actually offer money for, please send your donation info to Mike. He plans on publishing a listing of auction materials on or about September 20th. Bids will be accepted for about a month and a half after this list comes out. I think this is a good, worthwhile project and hope some of you can help out!

Scott Hanson, 233 Oak Grove #306, Minneapolis, MN 55403 has taken over the U.S. Orphan Games Service from John Daly. Scott should be congratulated for taking over a trying position. He is looking for two people to help him out with the responsibility (and share the blame . . .), ideally an associate on each coast. If you are interested, write to Scott!

I'm sure that most of you have heard by now that we have a new Boardman Number Custodian, Kathy Byrne! Kathy is doing a real heads-up job thus far. It didn't take her any time at all to get the BNs to our two newest DIP games in these pages. I join with the other publishers who have already given their vote of confidence to Kathy by stating that I think she will be one of the best custodians yet (and the outgoing Don Ditter will be a hard act to follow as he did a super job!)

A few thoughts regarding the RUNESTONE POLL - Without a doubt, the number ONE zine in North America is EUROPA EXPRESS published by Gary Coughlan. I'm very pleased to see Gary receive this recognition as the amount of work he puts in on EE and his pride in his work are very evident to anyone receiving the zine. But it makes me wonder a bit about how hard it is to please readers in Dippyland. On a scale of 1-10, Gary got an average score of only 8.13. I say "only" because how anybody could vote it anything less than 10 is beyond me! This makes EE the top-ranked zine two years in a row now. I doubt that has been done before . . . DIPLOMACY BY MOONLIGHT was MM subber Eric Ozog's folded zine which came in 2nd (barely) at 8.12. I only saw a couple of issues of this one (one was the last issue) but from what I saw, his second place finish was well-deserved. . . Ronald Brown's SNAFU! is clearly the leading Canadian Dipzine. It came in 3rd at 7.79. . . The #4 zine was JUST AMONG FRIENDS, by Al Pearson. The Poll clearly shows that a lot of people miss JAF, which folded near the end of last year. . . MM subber Mark Larzelere publisher of APPALLING GREED, saw his zine come in 5th with a rating of 7.74. A very strong showing and shows that a ditto zine can be a quality product . . . The other Canadian zine in the top ten was Dave Carter's SLEEPLESS KNIGHTS, at 7.73. Dave's very funny zine is always interesting . . . Bruce Linsey's VOICE OF DOOM attained its highest rating ever (I believe) by coming in 8th at 7.64. Bruce offers consistly thick issues with a variety of reading material . . . Roy Henricks comes in 10th with ENVOY at 7.36. Roy is one of the nicest guys in the hobby but this is frankly the only zine which surprised me by making the Top Ten. Roy offers the most games of anyone in the world but what is so great about a warehouse zine that is always 1-2 months late is beyond me . . . DIPLOMACY WORLD (Is it a zine, or isn't it a zine; only your Hobby God knows for sure! Just ask Mark!) came in 11th at 7.32. . . Steve Langley's excellent MAGUS made an excellent showing in its first RUNESTONE POLL by coming in 12th at 7.25. Always good . . . Fred Davis' BUSHWACKER came in 13th at 7.15; glad to see Fred get more recognition this year. He deserves it . . . WHITESTONIA by John Garuso was 14th at 7.03. . . Outta room . . . I'll finish by saying I'm disappointed in MM's finish (20th at 6.77) but if it's as good as Berch's DIPLOMACY DIGEST (which it tied) then it can't be all that bad! Bye!!!

READERS RHETORICAL REPLIES

((from Jim Williams))

Dear Ron,

First of all, I want to apologize for my NMR last month ((it's been longer than that as this letter is dated 4/29-RB)). How embarrassing! I guess I've lost my virginity and I'm just an ordinary dipper now. What can I say? Needless to say, it will not happen again.

I'd like to comment on Tim Haffey's letter about the NVR='Yes' rule. He made some good points in favor of a NVR='No' rule, but he missed a few points leaning the other way.

His contention that a NVR='Yes' rule subjects a publisher's feelings into the course of the game is invalid. A NVR='No' rule does the same thing, only in another direction. Mr. Haffey assumes that players not voting, wished to vote no. This is no more true than saying that players not voting wished to vote 'yes'. Neither way is completely satisfactory but one must be chosen. I have nothing against a rule that goes either way, but I prefer your rule that NVR= a 'yes' vote.

One way around any complaints would be a rule that a non-vote equals an abstention, or simply NVR=NVR, neither a yes or a no. The only thing a GM would be assuming is that the player did not wish to vote. The results would in effect, be the same as NVR='Yes' but the GM would now be technically correct in his handling of the situation. In 1981AF, the final tally would have read 1 vote in favor of the E-I draw, 3 abstentions. As before, draws must fail if even one player votes no, but they wouldn't have to be 'unanimous' to pass, merely uncontested.

A draw proposal receiving no votes, would simply be ignored. At least one person should cast a x favorable vote for a draw to pass.

Addressing Tim's comment that by the act of submitting orders, a player is obviously voting no to a draw proposal -- I have to disagree. Players must submit orders simply because the draw may fail due to someone else's 'no' vote. Even when voting 'yes', orders are sent to avoid the dreaded NMR.

Tim also claims that he is denied a diplomatic option by the NVR='yes' rule. He says that if NVR='no', you can tell your ally that you did not vote against a draw, when in fact you caused it to fail by not voting. Well, this is DIPLOMACY, and lying to friends and enemies is encouraged, so what prevents you from voting 'no' under a NVR='yes' condition, and telling your ally that you voted in favor of the draw.

I sympathize with Tim's disappointment over losing a possible share of 2 games because he failed to vote on a draw or concession, but voting is part of the game. His arguments against the NVR='yes' seem to stem from the simple fact that he failed to follow the rule, clearly stated along with all draw proposals, and he suffered as a result. He stated that the orders he sent in were ignored because he did not vote on some silly proposal in which he had not the slightest interest; well, he should have been interested because that silly proposal gave me and Jim Gray a win, while all he got was mad. C'mon, Tim! Admit that you made a mistake and paid the price. Rules are there for everyone, and you can't blame the rules if you don't follow them.

I know what I'm talking about too, Ron. I lost a chance at a two way draw in 1979CW when I forgot to veto a concession to France. You win a few, you lose a few ...

Best,
Jim

((Thanks for writing a well-thought out letter, Jim. You certainly convinced me! I'm sorry it took so long for this to see print, but the content of your letter is still as relevant as when you wrote it and I've been a bit pressed for room in recent issues. As for you NMR, I'll bet this was your FIRST EVER since you've been playing pbm DIP, am I right? I wonder if Kuszynski will have to come up with a new nickname for you now and change it from "Jim No-NMR Williams" to something else! It's always a pleasure to hear from you. - RB))

RRR (Con'd)

((from Ronald Brown (CAN.)))

Dear Ron,

Had hoped I'd have MM by now so I could write about our game, but no sign of it yet.

I do want to clarify a few things about Glenn Overby, as that letter you printed from me is several months old. He did eventually turn over the Mensa Dip SIG funds and records -- after being subject to a lot of pressure. And it looks as though the DipCon Society got back on the track, sort of, in time for this year's DipCon. Well, we'll see how that turned out before too long. I still want nothing to do with him and hope he never turns up in DIPLOMACY circles again.

Best,
Ron

((Thanks for clearing up the 'Overby Controversy' a bit. Yes, that letter that was written months ago was a NIXON nomination, so it was old. I'm glad to hear that the Mensa funds were handed over eventually and all that's back on track. Thanks for setting the record straight. As for the no sign of MM, I was terribly late with the last issue; I sincerely hope there's never a delay like it again. See this issue's STUFF for more on that matter. Bye! - RB))

((from Mary Beck))

Ron:

Hi -- first want to give you a change of address for myself and say your picture page was great ((MM#56)). I for one will never forget that face on the left, even in disguise!!! He isn't a Turk! He's the backstabbing Italian of once upon a time!! Anybody's guess is the guy on the right. It doesn't really look like thee----- And I hope for everyone's sake, the locale is not "the Hildaway"! Well,

Take Care,
Mary Beck

((Good to hear from you again, Mary! You are the only one who responded to the the two "mystery" photos from that issue of MM. In the upper left is pictured none other than that knave of knaves, the "Backstabbing Italian" himself, Dan Kuszynski! (He's the one on the left). To the right of Dan is is (former) roommate Jeff. That photo was taken at a costume party, last Halloween I believe. As for the mystery couple in the bottom right of the same page, that's your very own Main Minister and his wife, Mrs. Minister! - RB))

((from Bill Hugh))

Dear Ron,

Maston-Con in L.A. was great!! I sure wish you could have made it. The turnout was about 35-40 (about) and my hat's off to Larry & Peery, again, for putting on an excellent Dippy Con. I think he has the knack for it now. You must make a commitment to attend the next one.

W.A.H.

((It sounds like all had a good time there and I would have liked to have made it but it seems that it's pretty tough to get away these days. I was hoping I might make the upcoming Con in San Diego but it is extremely doubtful at this time. If I had the money to blow going to a DIP meeting, it would be to go to FUDGECON II in Wichita at Olsen's place but there's not a remote chance of it. Maybe next year? In the meantime, I hope folks like you who can attend keep me and others posted on all the fun you had. Thanks for writing, and Peery is to be congratulated for all his hard work improving the Cal DIP hobby. - RB))

RRR (Con'd)

((from Ty Hare))

Ron,

I'm looking for some FTF players in the Bay Area. ((San Francisco Bay Area)). Do you know of any? Have any pbm players in this area expressed an interest in week-end FTF games? If you could give me the addresses of any players in this area, I'd greatly appreciate it. Also -- tourneys? I missed St. Valentine's Day Massacre II in Sacramento -- found out about it too late. Thanks much.

Regards,

Ty Hare

((Well, let's see, Tim Haffey is in Oakland, Steve Langley is in Sacramento as is Clark Reynolds, of course, you are aware of one Richard Edison in Berkeley, Brian Sherin is in San Jose, and Mark Rowell is in Palo Alto. That's a pretty good nucleus right there -- and each of them probably have a friend or two who would play . . . check the Address List in this issue for their addresses. And this is only a list of MM readers in the Bay Area. There must be many more. Good luck; and let us know if you get something going. Who knows? Some people from Bakersfield might even show up! As for Tourneys: There is Pacificon every Labor Day Weekend which hosts a very nice DIPPY Tournament run each year by Jim Bumpas (also on the address list) and it seems I remember hearing that Clark was holding a Fall Tournament in Sacto this October(?). Good luck! - RB))

((from Mike Cannon))

Ron,

Since this is the first time I have written an RRR, and since I don't know exactly how to start it, I will just pretend that I already have and go on from there.

Ron, you put out a really fine quality zine, one of the best around. Honest. However, have you ever considered a regular 5-week deadline, instead of the usual 4-week one now in effect? I know it would make life much easier on me out here in Maryland along with all your other eastern subscribers (how many long distance phone calls have I made to you to find out results so I could still have time to negotiate?) as well as making your schedule just a little less hectic. I think the extra week would also make negotiations much less frantic for everyone, while not delaying the zine overly much.

Speaking of phone calls (don't ya just love my transitions?) who should I hear over at your house but Mike Coburn! He told me among other things, that you were playing D&D. Egad! I hope you have a very good DM, which in the end will make or break any FRP game. However, I hold a low opinion of Gary Gygax's "mutation" known as AD&D, and it would require a book to list its many faults. Maybe some other time. However, this does not prevent a D&D campaign from being enjoyable, especially with a good DM and crew of players and I trust, with the likes of you and Mike on the crew, the campaign can't be all bad.

As for me, I'm an FRP junkie (hell, I'm a game junkie) and am in about a dozen FRP games. My personal favorites are CHIVALRY & SORCERY and CHAMPIONS. Have you heard of either of these? CHIVALRY & SORCERY is simply a much better (in my opinion) medieval fantasy game with a much, much more comprehensive and realistic (yeah, I know Magick isn't realistic, but you know what I mean) Magick and Combat system. Why is it even has a very comprehensive set of rules on large scale miniature battles (just watch those Dutch Boys fold when they run up against a legion of Di-Demonic Infantry!) I highly advise you to look into it.

Back to more DIP-like games; go ahead and sign me up for your MACH game. You see, MACH has certain advantages over DIP, I have learned from my experiences in 82HZ. Whereas in DIP if you are attacked/stabbed by someone, all you can do is try and survive

((Con'd on PG.7))

MUCH ADO ABOUT NOTHING #6

Those of you in 1982HZ will be receiving this immediately and the rest of you will see this in MM#61.

MUCH ADO ABOUT NOTHING is the minizine which carries the bad news of GMing corrections and other news both good and bad.

It seems that I managed to omit the game report for 80HZ in the last issue!!! Boy, talk about dumb! I guess I've been at this for too long and the brain is about to fade away or something. Anyway, here is 80HZ:

1982HZ WINTER 1903 SEASONS SEPARATE AT PLAYERS' REQUEST:

England- Diebands A Lpl & F Yor

Italy- No Adj

France- Builds F MAR

Russia- NBR!

Germany- A Vie-r-TYA

Turkey- Builds A CON, A ANK, F SMY

Spring 1904 due August 19, 1983. Preliminary S'04 orders on file for E,F,G,T.

*Would Paul Gardner, PO Box 283, Randle, WA 98377 please standby for Russia?

UNIT LOCATIONS:

Austria - OUT; no unite.

England (Gannon): F ENG.

France (Stafford): F LON, F EDI, A GAS, F SPA(sc), F MID, A POR, F MAR.

Germany (Ozog): A TYA, A MUN, A DEN, A BEL, F NTH, F NWG.

Italy (Torkelson): A PIE, A TRI, F VEN, F TYS, F TUN, F ION.

Russia (P.Lahue?): A NWY, F SWE, A PRU, A WAR, A VIE. (Will play one short this year).

Turkey (Jones): A SEV, F BLA, A RUM, A BUD, A SER, A CON, A ANK, F SMY.

In COAT OF ARMS #26, Woody tells about the plane he and Gary Coughlan are making to travel to Europe together this October. Woody relates he's been telling Gary to keep his eyes open for some decent airfares. After telling this to Gary for 2 months, he got back to Woody, the day after Woody bought the tickets. It seems that Gary saw an ad for \$299, round trip to Europe. Woody asked Gary what city they flew from. Gary did not know. Woody asked him the name of the airline. He was certain it was a carrier he had never heard of. Woody states, "Oddly enough I continued my questioning and asked Gary what city in Europe it flew into. He wasn't positive but he was certain it was either in England, France, Belgium, or Germany!"

You might say a little prayer for these two when they take off in October for their safety and hope they don't end up in Pakistan! I'm sure of one thing, however. These two will have a good time!

"Thus we play the fools with the time,
and the spirits of the wise sit in the clouds and
mock us."

HENRY IV. PART II, II, 11, 155.

"Let me have men about me that are
fat;
Sleek-headed men, and such as sleep o'
nights.
Yond Cassius has a lean and hungry
look;
He thinks too much: such men are dangerous."

JULIUS CAESAR I, 11, 191.

RRR (Con'd)

and cry for help; in MACH, you just whip out the old atomic money belt and 'blam!', the offending units are gone! I know that's a horrible oversimplification, but it illustrates the difference well enough. Of course, a good blaster points both ways, and death can come very quickly especially if you're broke; eh, Ron?

Oh well, that's about it. I hope to be starting a zine of my own in a few months (around August probably) now that I'm getting out of college finally. I could sure use some tips on how to start one, although I have a pretty good idea what to do. Till next month . . .

Sincerely,
Mike Cannon

((Thanks for writing, Mike! For someone writing their first letter to the old RRR, you seem like quite an old hand at it! I'll try to answer some of the things you brought up in the order in which you addresseed them. First, regarding deadlines. MM used to be one of the few zines offering 3-week deadlines on games. I long felt that personally this was the most ideal for postal DIP, having played in 2 week, 3 week, 4 week, and 5 week deadline games myself. However, if you run 3 week deadlines, you exclude Canadians who just can't manage that short a time with the inadequacies of the Canadian Post Office. Additionally, I found that 4 weeks does indeed make it easier on me! But the number one reason I switched from 3 to 4 week deadlines was to reduce NMRs. Despite John Michalski's protestations to the contrary, there is absolutely no doubt that the 4 week deadlinees have cut down on NMRs in MM. Going one step further to 5 week deadlines would be just too long and drawn out, in my humble opinion. Besides, there are usually several 5 week deadlines anyway during the course of the year in MM for various reasons. But I wouldn't want to make it a regular feature. I honestly think 4 week deadlines give everyone (even Canadians!) time for negotiations and plenty of time to get their orders in to me. So, for now at least, 4 week deadlines it will remain. Yep, Mike Coburn was here when you called. Don't be surprised when you call here in the evenings just who might be here! (I'm not picky at all who I'll let in!). Coburn, Baldwin, or Kuszynski have all been known to come by from time to time, so beware! As for D&D, I've kinda fallen out of playing it much, it seems. I was pretty hot on it for awhile, then lost interest for awhile. But now, we're playing again and I'm etarting to like it again. Of course, the DM is the most important factor in the game being fun. Naturally we had a great one here when you called -- ME! But now Mike has also gotten his Campaign off the ground and I think he will develop into a great DM. I have a copy of the C&S rules. They look nice but a bit too "realistic" for me. I agree that Gyax and a lot of AD&D is full of crap, but it's up for each individual to take the basic rules and modify them to suit one's own special needs. Thus, my "system" that I use in my D&D games is basically very similar to AD&D, it's not exactly . . . and that's the way I want to keep it! As for the Dutch Boys, what do you think the DI-Demonic Infantry would handle a volley of musket fire! I'm very pleased you have decided to join the MACH game -- we now have 8 players and will start it up this issue! Good luck. Take care. - RB))

((from Ralph Morton))

Ron,

Many thanks for you note (Approved warriors, and my faithful friends., I have received letters from Great "Bakersfield" (Rome) -TITUS ANDRONIGUS V, i.). (What? Rouse thee, man. Thy "Murd'ring Ministers" is alive. For whose dear sake thou wast but lately dead - ROMEO AND JULIET III, iii).

(What would you with me, honest neighbour?

Marry, Sir, I would have some confidence with you that descerns you nearly. Brief, I pray you, for you see it is a busy time with me.

((Con'd next pg.))

Marry, this it is, Sir.

What is it, my good friend?

Ron Brown. Sir, "writes" a little of the matter: an old man, Sir, and his wits are not so blunt, as, God help, I would desire they were; but, in faith, honest as the skin between his brows. - MUCH ADO ABOUT NOTHING, ACT III, v.).

What? MURD'RING MINISTERS comes from MACBETH? (O! My sweet Sir, News fitting to the night, Black, fearful, comfortless, and horrible. - KING JOHN V, vi).

Ron, after all these years, how could you be so ourel as to tell me the origins of "Murd'ring Ministers". I thought the name came from a more escetic background!

(Ah! Cut my lace asunder,

that my pent heart may have some scope to beat,

or else I swoon with this dead-killing news. - RICHARD III, IV, i.)

I'm only just kidding. Thanks for letting me know . . . I've always wondered where the name came from.

All the best, and much continued future success with MURD'RING MINISTERS.

Regards,

Ralph Morton

((A quick aside - Ralph is one of my oldest subscribers (in terms of how long he has subscribed; not his age!) yet has never played a game and only written once or twice. Very good to hear from you, Ralph! And you write a very interesting letter!! - RB))

((Let's see, in late May or early June I wrote a short letter to Bruce Linsey's VOICE OF DOOM mostly commenting on the recent discussion of certain publishers' printing material sent to them marked "Not For Print". I was surprised that on the same day I heard from both Dick Martin and Steve Langley on my comments. I was a little surprised as I thought my comments were rather harmless. But, here is my letter to Bruce and the notes from Steve and Dick . . .))

((from Ron MM Brown))

Dear Bruce,

. . . What is your opinion of Langley's and Martin's decision not to honor "Not For Print" letters? I would bet you don't agree with this policy . . .

Personally, I don't think it's a great idea, but to each his own. I just hope that everyone is aware of the policy of these two pubbers and doesn't ignorantly send them "not for print" stuff as both have proven their willingness to print anything. I have to wonder out loud, though, how this will affect their careers as players. Knowing full well that a letter about a game (a game letter) might be reproduced within the pages of MAGUS or RETALIATION . . . well, wouldn't you be very guarded about what you wrote? Maybe you'd prefer not to worry about the problem of negotiating with a guy who might print anything (everything?) in his zine and decide to try and eliminate him as soon as possible? I wonder . . . But I don't think I'd be brave enough to try it. . .

((This generated the following response from Dick))

Dear Ron,

Saw your letter in VD #81. For your info, I have never and will never print any item marked "Not For Print". If you could pass that on to VD, I'd appreciate it. You must have missed the "Blather" as a parody of Langley. The notion of negotiating in public isn't new. I did quite a bit while R4 was still going -- over a year ago! I'm careful about who and when though.

Take care,

Dick

((Con'd next pg.))

((Alright, Dick, I owe you an apology. I thought you had printed "NFP" stuff before but after checking up after getting your card, I see that Woody's letters to Brux that you published in RETALIATION #70 were printed as "not for print . . . except Dick Martin". My mistake. Steve says you published a game letter from him but I suppose it was not specifically labeled "NFP". I am asking that Bruce publish this little exchange in VOICE OF DOOM, but naturally what he publishes is his decision and I can't make him if he is unwilling. I am sorry I misunderstood what I had been reading in several hobby zines re: the "NFP" stance you have and I am very, very happy that I have now learned that you do NOT print such letters. Thanks for writing and clarifying this for me and others. - RB))

((Now from Steve Langley))

Dear Ron,

I just read your letter in VD #81 and found, to my some surprise, myself as the topic. Can't fault you for wanting to discuss "Not For Print", but I do question one of your statements.

What did I do to convince you that I have . . . "proven my willingness to print anything"? Why do you assume I would print a game letter? I have never done so, nor have I ever seen a game letter marked "Not For Print" -- other than a few I sent to Dick Martin -- and that was only a satiric protest against the printing of one of my game letters in RETALIATION.

My policy of "Not For Print" being a non-operative label is directed only toward some slanderous insults that I did not (and do not) want Daf subjected to. I have made no bones about my opinion of NFP generally. I think it hurts a relationship more than it could ever help one. Still, not everyone does agree, and I hardly expect to sway many with my opinion.

That is one thing. Fact is another. In actual fact, despite my public stance on "NFP" I have yet to publish anything so marked, either pre or post announcement. Anyone who reads MAGUS could see that. Even the discussion of NFP was basically anonymous as to source because I do respect my fellows right to privacy. So, Ron, where do you get your proof? The proof to back up your "proven their willingness to print anything" statement.

I really was surprised. Not at seeing the words but at their source. I've always considered you one of the cool heads of moderation, not one to exaggerate overly to try to establish a point. I guess you can't be held responsible for my assumptions, can you?

Best,
Steve

((Well, as I wrote above to Dick, I'm glad to finally understand exactly what you feel on the "NFP" issue. It's clear I misunderstood your position. My letter, which was written before receiving your MAGUS #25 (June 10), was obviously written in ignorance. On pg. 2 "Patter" of #25 you said, "That I will print all "NFP" simply because it is so marked is not the case. I may have so implied two months back. I'm not always as clear as I would like to be." So, you see, you sort of admit that you might have implied earlier you would print "NFP" stuff. Well, I thought that's what you meant. In M #25, you make it clear that that's not what you meant. Too bad I didn't read it before that letter to VD. At any rate, please accept my apologies. I have NOT seen any "NFP" stuff in MAGUS, and am glad to learn that I won't be seeing any! I hope you see how I based my statement you quoted from above. I really thought at the time it was written that you implied you would, and therefore the "proven their willingness" sentence. I'm sorry, and I'm grateful to you for taking the time to set the record straight! - RB))

((Con'd on pg. 11)) *

* "That would hang us, every mother's son."

MUCH ADO ABOUT NOTHING #7

Those of you in 1981AY will be receiving this immediately and the rest of you will see this in MM#61.

MUCH ADO ABOUT NOTHING is the minizine which carries the bad news of GMing corrections and other news both good and bad.

There were a few minor mistakes in the SC Chart for 1909 given last time so a correction is in order. I Failed to credit Germany with possession of London and England with losing it. Additionally the Turkish centers weren't even listed! So here is the SC Chart one more time -- only this time it's right and complete!

1981AY 1909 Supply Center Chart

Austria- Home, Ven, Rum, Nap, Rom, Tun, Gre, Ser, Bul, SEV, SMY.....	(13)+2
England- Ven, Rom , Swe, KIE.....	(2)-1
France- Home, Por, Spa.....	(5) 0
Germany- M Ven , Mun, Ber, Hol, War, Bel, Edi, Nwy, StP, Mos, DEN, LON.....	(11)+1
Turkey- Con, Ank, Ser, Swe , Ipl.....	(3)-2

My apologies. I hope that most all of you caught these on your own and that you will still have plenty of time to have your Winter 1909 AND Sprint 1910 orders in by AUGUST 19, 1983. If any of you feel more time is needed, please request a separation of seasons and if two or more so request, we will separate them. Please turn in a conditional set just in case for S'10. Thanks. - RB.

MURD'RING MINISTERS GAME OPENINGS

REGULAR DIPLOMACY - I screwed up on the numbers of the last two games that started up last time. It doesn't matter too much as they both have BNs now. But just for the record, MM-21 listed last time is REALLY MM-19. and the one given as MM-22 is really MM-21. Thus, this next game is REALLY going to be MM-22. So sign-ups are now being taken for MM-22 - a game of Regular DIPLOMACY, gray press, etc. Gamefee is still \$6.00 with NMR deposit of \$3.00 required. Preference lists are accepted. I really messed up and left two people out who had been signed up and waiting for games to get going. Otherwise I would not open this game. If the two in question don't mind, I will give them a spot in MM-22. I will try and fill this game as quickly as possible, as these guys have waited long enough for their game. Signed up are M. Hogue, D. Mullin, & J. Baldwin. If you want in, act now. I'll be actively recruiting folks in order start this one ASAP!

STAR FLEET BATTLES/FEDERATION SPACE - Mike* Coburn has prepared a multi-player postal campaign game based upon this popular game. Now you can command the Federation's fleet of heavy cruisers and monstrous dreadnoughts. Or command the forces of the Klingon Empire. Or whatever race you choose. Write to Mike Coburn, 5201 Demeret #28, Bakersfield, CA 93309 for more information. A large starfleet map is included with the rules for the gamefee of \$15.00. How's this one coming along, Mike? Any takers?

"Thus we play the fools with the time,
and the spirits of the wise sit in the clouds and
mock us."

HENRY IV. PART II, II, 11, 155.

RRR (Con'd from pg. 9))

((from Bob Oleen))

Dear Ron,

I think I will respond to Bruce's letter before Gary's, for the simple reason that Gary hangs on my every word, and it will annoy him no end to be "taken care of" at the end of this letter. And I always try to do my best to annoy Gary.

Brux presents himself at this tawdry worst in snivelling at not being awarded the Nixon. Actually, when you think about it, it's quite fitting that Bruce not get the award he so obviously craves. After all, it's hardly the point of the awards process to please the recipient, now is it?

If Brux will but consider for a moment, he will realize that he is in no way qualified to be a Nixon winner. First, unlike the Nixon laureatee, he plays in very few (if you consider his current roster of games, zero, to be 'a few'), unlike Pearson, Byrne, and Mazzer, who have never been ashamed to show their faces on the DIP board. Further, consider that Brux just cannot help lying, unlike the others, who do it for sport. Do we reward a mad dog for being rabid?

Finally, consider the vast personal charm of Pearson, Kitten Byrne, and Mazzerman. Not only do they lie outrageously, but they make you enjoy it! I have met each of these three and vouch for their real-life unctuousness. Contrast this with Brux, whom I have not met; however, I have it on good authority that he is absolutely the pits. Is this the type of man who would, in all seriousness, ask David Frost if he fornicated over the weekend? Well, maybe, but what other qualifications does he have?

I wonder if I am the only one to notice a certain inconsistency in Gary's two letters (watch it Ron--this month you print two letters from Gary, next month you publish three letters from Mark Berchi!). On page 14 of your #58-59 we find Gary delivering what I thought to be a quite stirring nominating speech for Mazzer's Nixon Award, while on page 18, we find him blaming all of Mazzer's excesses on ME! What occurred between those two letters, I wonder? A considerable bribe with laundered cash from ME! Mazzer? Or, could it be, that poor, vile, wretched Gary simply blabs these things out at random, on the same principle as the hillbilly who threw mud against a wall in the hope that some of it would stick (that's a Southerner's idea of interior decorating)?

It's not enough that Gary accuses me of all manner of terrible things, but now, in his desperation, he is even attacking my little dog Fala--er, I mean, my little cat Olga. Of course, as someone who attempted to torture this innocent cat at PudgeCon last year, I suppose he bears a grudge against her (hey, she only took a very little nip, and he didn't even taste good). Fortunately Olga refuses to descend to Gary's level; but then she would need a Kitty cat escalator to do so.

As to kicking me out of MM, well here again Gary is quite out of it, but here, he begins to tread upon your reputation as a publisher, which I cannot allow. Therefore in defiance of Gary I am enclosing a sub renewal check, in the full confidence that you will ignore Gary's corrupt suggestions.

Finally, I would like to assure all possible PudgeCon attendees that I always, and I repeat ALWAYS, very promptly pick up people at the airport, provided of course they are of any importance at all. This was my policy last year, and so it shall remain.

Best wishes,
Bob Olsen

((Thanks for writing, Bob. It's always good to hear you speak of Gary in such glowing terms. Really, now, "a kitty cat escalator"? That's pretty good. Bob's PudgeCon last year was a real success and everyone is looking forward to having a reunion there again this year. Wish we could be there. . . Would appreciate a Con report from one of you MM subbers who will be attending (hint). Bye! - RB))

* * *
"The smallest worm will turn being trodden on."

HENRY VI, PART II, II, 11, 17.

RRR (Con'd)

((from Philip J. Lahue))

What the hell is going on over there? Why am I the only player that keeps coming up NMR? I chalked up my first NMR to the fact that I just might not have sent the orders out; but this time it is different. I am positive I sent my orders to you. I had my orders in the mail the week after I received MM 58-59. Enclosed with my orders was my subscription money.

I can see that not only is the game blown, but I am out the money I sent you for the subscription. I will cordially turn over my game to Paul Gardner and bid you "Ado".

Sincerely,

Philip J. Lahue

((Whew! I don't blame you for being mad -- if you mailed your orders yourself you had every reason to suspect they would arrive on time. As you will see when you read the next issue (the one with this one) your orders were discovered. In fact, they were right where they were supposed to have been: filed with the others' orders! I don't know how I managed to overlook them. Anyhow, I apologize for getting you all unduly steamed-up about this. I would only suggest that a courteous request to look into the matter may have been a bit more polite than "What the hell is going on over there?" Anyhow, it doesn't appear as any harm was done. Good luck. And thanks for calling the error to my attention. - RB))

((from Stan Johnson))

Ron,

What happened to 82HZ? I could not find it listed.

You have me marked as owing sub money. However, I think I sent you sub money. At the same time I sent you the game fees.

Please check on this and let me know.

Your pal,

Stan

((You and everyone not in 1982HZ can find the W'03 Turn on pg. 6 of this issue in MOUH-ABO ABOUT NOTHING #6. I completely forgot about it last issue! The players were sent the adjudication the day after #60 hit the mails. As for your sub question - I have you as paid \$9.00 for your newest game (MM-22 REALLY it's MM-21!) so your subscription has indeed lapsed. Please renew. Thanks. - RB))

((from Ty Hare))

Dear Ron,

I noticed that a fellow I signed up for the next game opening (David Mullin) didn't wind up in either MM-21 or MM-22. Could I get the game fee, NMR Deposit, etc. refunded? I'm wondering why he didn't get a gamestart in MM-22 (MM-21 is obviously All-Californian). I'd appreciate an explanation about this.

Ty Hare

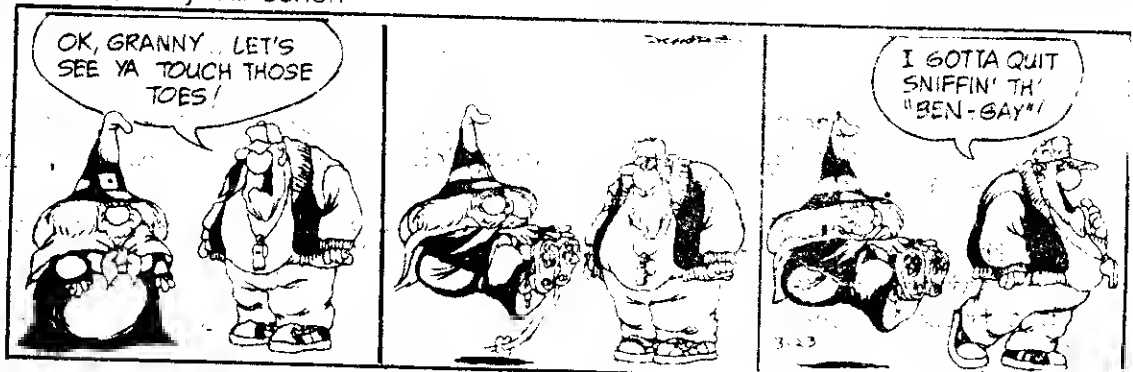
((The explanation is simple, Ty. I fucked up. Mullin was signed up before some of the others who started the game; he should have been in. His name got hidden under some papers and the other seven got the game. I am going to open one more game of Regular DIPLOMACY for Mullin's and Hogue's sakes, because they both have indicated wanting in a game immediately. I have 3 or 4 signed up now and will try to get it going in time for the next issue. If this satisfactory, do nothing and Mullin's in MM-22. If you would prefer a refund of the gamefee and NMR deposit, please indicate so and it will be promptly returned. Sorry for the mistake. - RB))

Murd'ring Ministers 13

Pic Page

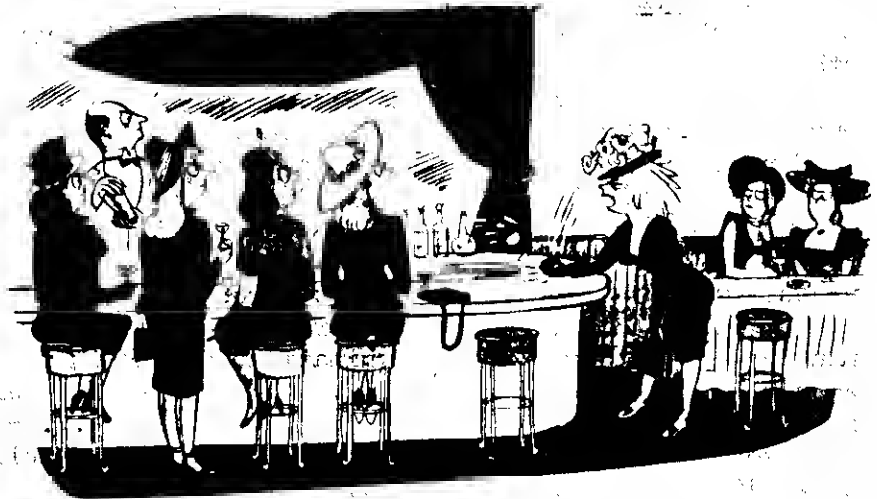
②

CONRAD By Bill Schorr



MARY BECK: Tells it like it is!

④



"You wanna know why there are so few women in the hobby? I'll tell you why Dan Kuszynski that is why!"



①

1. Who is pictured here with his controversial quote?

- A) Billy Argon
- B) A.J. Duhe
- C) Brux Linsey
- D) Gary Coughlan

2. This cartoon was submitted by Ben Schilling!

3. This is a post card that Al sent me from Germany last summer. It is banned in East Germany. Al said one guy checking through customs was denied entry into East Germany because he had one ③ of these in his case.

By the way, the picture is of an East German soldier leaping to the freedom of West Berlin. Al said on his card: "I got through without a search. I guess they knew of my long belief in Marxist thought. Little did they realize it is Groucho Marxist thought."

4. This cute little cartoon first appeared in ACE IN THE HOLE #1, subzine within BLACK FROG #51, October 17th, 1981.

TO RUN OR NOT TO RUN . . . THAT IS THE QUESTION
or
IS BEING CHICKEN A VALID TACTIC IN DIPLOMACY?

by
Ron Brown

The word 'courage' makes one think of positive feelings. In American society bravery is something one equates with John Wayne, Steve McQueen, and other positive role models.

Conversely, cowardness conjures up images of weakness, frailty, and lack of character. One thinks of Don Knotts as opposed to John Wayne.

Naturally, these images carry over to the games we play -- including DIPLOMACY. When things start to go against us in a game, the noble thing to do is dig in and hold on for as long as possible, making the enemy work for every province or city he takes from us. We try to outguess our foe and hope against hope he will submit faulty orders, NMR, or somehow a miracle will manifest itself and we shall be saved!

What usually happens, though, is that, try as we might, we eventually succumb to the superior forces of our opponent and we begin our search for another game and another war.

Do we have a choice? Aren't we duty-bound to accept our John Wayne role and grit our teeth as our armies die to the man? Won't our 'allies' love us and even admire us for hanging on tenaciously to the end?

Our allies will certainly be happy for us to eliminate ourselves from the game (thereby saving them the trouble of having to do it later) while tying down large numbers of enemy troops. But why do we want to please our allies in this manner? If we can't please our allies by winning on our front then why worry about pleasing them at all?!

Although we can always comfort ourselves with the knowledge we went out "like a man" -- full of courage, determination, and nobility -- we must still admit to ourselves we were eliminated from the game. For most of us, our goal when we enter a game is if not to win, at least to gain a piece of a win (i.e. - a draw). I can't think of anyone who ever entered a DIP game who was pleased about being eliminated! Therefore, even if we died nobly, we still died. Not good.

Do we have a choice?

Yes! We can run! Instead of holding on weakly but determinedly, we can run for the hills. "Drop your guns boys and run for it!" Ever heard of discretion being the better part of valor? This is ~~a~~ how it applies to DIPLOMACY.

There will be times in one's games of DIP when things don't work out. Perhaps things have started off well for you and you've managed to bring your country up to seven or eight centers and everything is looking bright. Then it happens. Someone brings his knife from out of hiding and viciously stabs you. Suddenly, your game with the once-rosy outlook looks very bleak. Perhaps now is the time to run.

If this has happened to you, then what is the number one thing you want to see happen? You want the enemy who is attacking you to call off the dogs and go sic someone else. The best way to accomplish this is to remove the incentive for attacking you. If you find the situation to be hopeless, then find where you can hold off the enemy forces and run for it. The incentive for attacking you is to gain supply centers in your possession. Hand over what you can't hold and dig entrenchments where you can. The result will be fairly predictable:

- 1) Your attacker will pick up what you abandoned and seeing there's no more booty in the offing will then turn his attention (and his units) elsewhere.
- or 2) Everyone else will become alarmed by his rapid growth (because of your non-resistance) and gang up on your tormentor.
- or 3) At the very worst you will have given up what was sure to be lost anyway while setting up a solid defence where you can hold out.

I have put this into practice before and, in the right situation, it can be the

((Con'd next pg.))

"TO RUN..." (Con'd)

best alternative possible.

One example of this "Run away! Run away!" philosophy occurred during the 1981 DipCon championship round. Going into the game, I was in first place -- a marked man. Then I drew Germany - not the easiest to defend against a determined attack. The game opened with a Western Triple (E-F-G) alliance. Pretty soon, Austria was out while Turkey had grown quite large by gobbling the lion's share of Austria and the Balkan SCs and bits of Russia. England was stabbing me taking my unguarded & centers while only France remained my ally. England was nipping my butt, a Turkish Juggernaut was rolling my way, and my French ally was deployed into the Mediterranean fighting the forces of Italy. What did I choose to do?

I ran for it!!

France was totally wide-open. I reasoned with England coming at me from the rear there was no way I could hold off the invading Eastern Hoorde. I also thought I could run into a couple of French supply centers and perhaps survive because the incoming Turks could never chase me all the way to and froce me from Paris and/or Brest.

Well, it worked. I ended up surviving the game and got a share of the draw with my one center (Paris) country (because of the time limit expiration). I'm afraid my poor French ex-ally could scarcely believe his eyes when he saw what I was doing. He was my only friend in the game and, of course, he assumed I'd die to the last man in a hopeless defense of my homeland like a good little boy. But instead, I ran for his unguarded supply centers and because of it, eventually won the tournament!

I don't advocate always turning tail and running away -- but there are times when it is in your best interests!

EDITORIAL*

* sort of

by

Ye Olde Main Minister

I have recently hinted at a change in publishing policy with MURD'RING MINISTERS. At some point in the long-ago past (I believe it was right after the Reader Survey in #24) I decided to get the game results out to players as soon as possible and publish whatever I wanted to print in the way of reading material in separate editions. I strayed from this policy when the number of DIP games was down a bit and I wanted to make sure each issue had a bit of reading stuff included. This was foolish of me because I forgot a lesson I learned before: players, serious players of DIPLOMACY, want above all to receive their game results promptly and accurately. It doesn't matter what else the zine is composed of. Proof of this is further borne out by this year's LEADER POLL results (Oops! I mean RUNESTONE POLL).

Therefore, with this priority in mind, I will institute this policy (again) but this time I'll stick with it. That policy is simply this: all issues containing game results will go out to subbers ASAP. Now with me, that means I'll have the games in the mail anytime between Tuesday and Thursday, the first ones past the Friday deadline. These issues will contain nothing but game results. Any articles, RRR, STUFF, news, etc. will be in the all-reading issues. I don't know how many there will be. That will probably be a variable factor. Probably there will be 2-6 per year in any given year.

When I first started publishing MM, I made a commitment to myself to publish for at least two years. After that, I thought, I could fold with honor if I wanted. But I've continued to find this rewarding so I've continued well past my original commitment. I mentioned MM#24 above. I was looking through it and saw three new zines announced. LONE STAR DIPLOMAT, TORPEDO, and JUST AMONG FRIENDS. were all three fine zines who have come and already gone, while some of us just keep pluggin' away.

((Con'd next pg.))

EDITORIAL (Con'd)

Anyhow, what I was going to say was, I've always had in mind from the beginning to become pretty much a warehouse-type zine after a couple of years publishing written material I had wanted to see printed. I still would like to do so; but on a much more limited basis than I have in the past.

What I hope I'll be doing is making things the best possible for what most of you want to see. Knowing that games and games alone will be in each regular issue, I'll be able (knock on wood) to get MM to you without nearly as many delays as the past year has brought. Which brings me to the next few things I wanted to say . . .

I do this for fun. Publishing MM is my hobby. I'm not a professional and I don't run things in a very professional manner. Things are much more laid-back and informal, than, say, work is. I have made mistakes in the past. I will make them in the future I'm sure. I can't promise you I will make no errors. I'm not an automaton. All I can tell you is I try real hard not to and really put a lot of effort into this thing. If it's not good enough and/or you can't accept that, then fine. Let me know and I'll cheerfully refund your money and you can go play in VOICE OF DOOM or some other nearly flawless zine. In the RRR this issue, there are a couple of letters from disgruntled players. One player in particular seemed to indicate that I was deliberately "screwing" him and no one else. I resent that! First of all, I don't even know if I've even made a mistake yet and the guy has practically already accused me of trying to steal his money. I don't need that. If I am the guilty party then I can apologize and hope the player is big enough to accept it and hang in tough. I haven't made too many errors through the years in GMing these damn games, but I've done so many that occasional ones are bound to be made. So take this as a declaration: I MIGHT MAKE A MISTAKE. I'M NOT PERFECT. Like I said before, if you can't handle that, go play in another zine. What can you do to help protect yourself from being hurt by a GM error? Try some of these . . .

First of all, send in an early preliminary set of orders. This makes sure you don't forget later and NMR. You can later change them on the basis of your negotiations or simply confirm them and add some press or whatever. If you send in two sets of orders I'll guarantee you that one of them will get here. I could name several MM players who always send a carbon copy of their orders. Once in a great while the original won't show up and the carbon will! Or the other way around. How much of an investment is a postcard with a duplicate set of orders on it? It guarantees you don't NMR. You can also make sure you . . . sign your orders and date them! Having the game's Boardman Number is a good idea too. And please keep your orders separate from all other correspondence. That means other orders too, if you're in more than one game. Failure to do these things doesn't mean you absolutely will have a problem come up, but following these suggestions will help keep an unfortunate misunderstanding from happening.

Well, any comment to this announcement of policy etc. is welcome for the old RRR.

* * * * *

and now . . . another "fishy" story from "Fish" Brown . . .

EVE'S FIRST BATH

OK, picture the garden of Eden after Adam has just finished naming all the animals. He's lonely though, so God has decided to create Eve for Adam. That night God takes his rib out and forms Eve. The next day when Adam wakes up, he's all happy and excited and everything as he now has this beautiful woman for his companion. Well, you know what happens when a naked man and woman share company so Eve proceeds to show Adam what all those parts of theirs are used for -- they make fantastic love . . . and then Adam falls asleep. When he wakes up Eve's not there. He goes looking for her and as he approaches the lake Eve steps into sight dripping wet. "Where did you go after we made love?" Adam asks her. "I took a bath in the lake," Eve replies. Adam groans, "Oh no! Now all the fish are going to smell like that!!"

SLAVERY - THE MISUNDERSTOOD INSTITUTION

by
Stan Johnson

Over the years slavery has gotten a lot of bad press. It has become fashionable to immediately classify slavery as evil and wrong. But is this correct? I don't think so.

When considering slavery, most People use as their example the 18th century North American version, with which we are most familiar. This is unfortunate as this version had two great flaws which made it unworkable and hastened its demise. The first was that it was based on race. It is ridiculous to assume that being a member of any race would make one a candidate for slavery or that all members of any race are fit for either slavery or mastery. Secondly, and most grievous was to consider the slave property with no rights. Any institution that condemns a person to an unredeemable situation, especially through no fault of those involved, is sure to arouse anger, indignation in those viewing this through empathy. Most people have an innate feeling of fairness. Slavery should be more akin to contractual indentured servitude. Persons who didn't want to take care of themselves, debtors, and unwanted offspring could be bound to periods of servitude. There would be rights for slaves governing work times, punishment, and the right of slaves to redeem themselves, by serving contract terms, or allowing them means to earn income in offtime, in order to redeem themselves. This is similar to Old Testament slavery which had rules, which are listed in the Bible. While many people would find this repugnant, they must still recognize that many people would gladly don the mantle of servitude; in exchange for doffing the responsibilities for their own day to day existence. (Currently only the military offers this program, to its lifers).

Certainly it would be better to use servitude to exact at least a small measure of labor, from many who now exist off the public dole. Revival of house and body servants may represent a new employment opportunity for the masses whose skills are becoming obsolete in the whirl of our rapidly advancing technology. The small percentage of our population who is working will be forced to support the growing percentage who is not. Is it unfair to ask that they be compensated for this support?

Those of you who had the opportunity to serve in the South East Asia Adventure, may have had the opportunity to enjoy the services of a House Girl. How many American men would succumb to the Tyranny of most American Women, if such services were available here? Think about it America!

S.E. Johnson III

((Uh, thanks for the interesting feature, Stan. Two issues added to your sub for your efforts. It certainly sounds as though slavery might just be a much-needed institution around here. Anyone have any comments about this for the RRR? - RB))

* * * * *

OMBUDSMAN SERVICE SYSTEM (OSS)

This list is held and distributed on request by John Caruso, 160-02 43 Ave, Flushing, NY 11358 (212) 353-9695. Below are persons available to serve as ombudsman for disputes:

Al Pearson, PO Box 898, Charles Town, WVA 25414 - Nicknamed "Liar Al"; winner of 1st NIXON
Jim Williams, 2500 6th St. SW, Altoona, IA 50009 - Nicknamed "No NMR"; vicious player.
Steve Langley, 4112 Boons Lane, Sacto, CA 95821 - Nicknamed "Flat Evil"; horribly cunning
Mark Berch, 492 Naylor Pl., Alexandria, VA 22304 - Nicknamed "DipMaster"; horribly boring
John Caruso, 160-02 43 Ave, Flushing, NY 11358 - Nicknamed "Iron Man"; known Mafia connections

Scott Hanson, 233 Oak Grove Apt. 306, Mpls, MN 55403 - Nicknamed "Hobbit"; nominated 2 NIXON winners

Doug Beyerlein, 640 College, Menlo Park, CA 94025 - Nicknamed "No Gas"; publishes IGOTAFART

MURDERING MINISTERS MAILING LIST

It has been quite awhile since the last one of these was run and there have been quite a few changes. The number before your name in parentheses () is the final issue of your current subscription. - RB

- (71) 1. Jeff Albrecht, 2029 Cedar Breaks Dr., Salt Lake City, UT 84118.
- (T) 2. Stephen G. Arnawoodian, 602 Hemlock Circle, Lansdale, PA 19446.
- (60) 3. Jon Baldwin, 5908 Fennel Way, Bakersfield, CA 93309.
- (T) 4. Konrad Baumeister, 11416 Parkview Lane, Hales Corners, WI 53130.
- (67) 5. Mary Beck, 20405 Anza Ave., Torrance, CA 90503.
- (71) 6. Mark Berch, 492 Naylor Place, Alexandria, VA 22304.
- (T) 7. Ronald J. Brown, 1200 Summerville Ave., Ottawa, Ontario CANADA K1Z 8G4.
- (72) 8. Jim Bumpas, 4405 Dillard Rd., Eugene, OR 97405.
- (71) 9. Mike Cannon, 13801 Wisteria Dr., Germantown, MD 20874.
- (71) 10. David Carter, 118 Horsham Ave., Willowdale, Ontario CANADA M2N 129.
- (61) 11. John Caruso, 160-02 43rd Ave 2nd Floor, Flushing, NY 11358.
- (100) 12. Mike Coburn, 5201 Demeret #28, Bakersfield, CA 93309.
- (63) 13. Gary Coughlan, 4614 Martha Cole Lane, Memphis, TN 38118.
- (T) 14. Fred Davis, 1427 Clairidge Rd., Baltimore, MD 21207.
- (65) 15. Michael J. Ditz, 5785 Danube Way #C, Orlando, FL 32807.
- (65) 16. James Donop, 714 Firefly Dr., San Antonio, TX 78216.
- (90) 17. Richard G. Edieon, PO Box 9987, Berkeley, CA 94709.
- (74) 18. Mark Fassio, 145 Rhodes Ave., Shaw AFB, SC 29152.
- (65) 19. Paul Gardner, PO Box 283, Randle, WA 98377.
- (70) 20. Daniel Gorham, 800 So. Euclid Ave., Fullerton, CA 92634.
- (72) 21. Jim Gray, 436 Concord Ave., Elyria, OH 44035.
- (64) 22. Jim Greenwood, 800 W. 58th St., Kansas City, MO 64113.
- (67) 23. Timothy R. Haffey, 810 53rd Ave., Oakland, CA 94601.
- (71) 24. Ken Hager, 412 Alderdale Circle, Anaheim, CA 92807.
- (T) 25. Scott Hanson, 233 Oak Grove Apt. 306, Mpls., MN 55403.
- (65) 26. Ty Hare, Summer Seesion/14115, 425 Van Buren St., Box 1978, Monterey, CA 93940.
- (T) 27. Roy Henricks, 128 Deerfield, Pittsburgh, PA 15235.
- (71) 28. William S. Highfield, 2012 Ridge Rd., East, Rochester, NY 14622.
- (72) 29. Mark Hogue, 8 Eucalyptus Ave., Charleston Hgts., SC 29418.
- (61) 30. W.A. "Bill" Hugh, 17622 Jordan #20D, Irvine, CA 92715.
- (60) 31. Stan Johnson, 10 Pine St., Edison, NJ 08817.
- (61) 32. Jerry H. Jones, 1854 Wagner St., Pasadena, CA 91107.
- (71) 33. Mike Kettman, 1121 Church St. #312, Evanston, IL 60201.
- (100) 34. Dan Kuszynski, 5100 Ming Ave #B7, Bakersfield, CA 93309.
- (61) 35. Jim Lahue, 4081 Glasco Turnpike, Saugerties, NY 12477.
- (72) 36. Philip J. Lahue, 12 Maple St., Sanford, ME 04073.
- (66) 37. Steve Langley, 4112 Boone Lane, Sacto, CA 95821.
- (67) 38. Mark Larzelere, 7607 Fontainebleau 2352, New Carrollton, MD 20784.
- (66) 39. Bruce Linsey, 24A Quarry Dr., Albany, NY 12205.
- (69) 40. William C.S. Affleck Asch Lowe, 2206 Daniel St., Trail, B.C. CANADA V1R 4G9.
- (88) 41. Jerry Lucas, 3902 Lakemead Way, Redwood City, CA 94062.
- (71) 42. John MacFarlane, 630 Totavi, Los Alamos, NM 87544.
- (T) 43. Dick Martin, 26 Orchard Way N., Rockville, MD 20854.
- (66) 44. John H. Mastere, 25711 No. Vista Fairways Dr., Valencia, CA 91355.
- (64) 45. Mike Mazzer, 1338B Harvard St., Santa Monica, CA 90404.
- (64) 46. Michael Mille, 26 Laurel Rd., Sloatsburgh, NY 10974.
- (67) 47. R.L. Morton, RR 277, Guelph, Ontario, CANADA K0A 1Z0.
- (66) 48. David F. Mullin, 28 N. Main St. #2, Lexington, VA 24450.
- (72) 49. Robert Olsen, 6818 Winterberry Circle, Wichita, KS 67226.
- (71) 50. Eric Ozog, 1526 N. Lawler Ave., Chicago, IL 60651.
- (72) 51. D.S. Palter, Box 156, Cedarhurst, NY 11516.

((Con'd next page.))

MAILING LIST (Con'd)

- (T) 52. Larry Peery, PO Box 8416, San Diego, CA 92101.
 (70) 53. Ted Pitas, Box 15, Emery Mills, ME 04031.
 (65) 54. Bill Placek, 2157 Gilbride Rd., Martinsville, NJ 08836.
 (66) 55. Clark Reynolds, PO Box 160300, Sacto, CA 95816.
 (100) 56. Alfred Rodriguez, 2112 Roosevelt, Bakersfield, CA 93304.
 (71) 57. Mark Rowell, 322 Curtner #C, Palo Alto, CA 94306.
 (65) 58. Don Scheifler, 23Penna, Kirkwood, MO 63122.
 (69) 59. Ben Schilling, Apt. 315, 24730 Roosevelt Ct., Farmington Hills, MI 48018.
 (65) 60. Bill Schiwautz, 12212 Hart St., North Hollywood, CA 91605.
 (69) 61. Brian Sherin, 3932 Thousand Oaks, San Jose, CA 95136.
 (62) 62. Deane Sperdakos, 154 West 70th St. #2D, New York, NY 10023.
 (61) 63. Daniel P. Stafford, 1643 Graniteway Lane, Columbus, OH 43229.
 (64) 64. Holly Lee Stowe, 4263 Lakeway Dr., Indianapolis, IN 46205.
 (T) 65. Terry Tallman, 820 W. Armour St., Seattle, WA 98119.
 (T) 66. Pete Tamlyn, 6 Broughton Close, Bierton, Aylesbury, Bucks., N HP22 5DJ UK.
 (62) 67. Kevin Torkelson, PO Box 428, Weyauwega, WI 54983.
 (60) 68. James R. Williams, 2500 6th St. SW, Altoona, IA 50009.
 (62) 69. Wylie Wilson, 1010 25th St. NW #106, Washington D.C. 20037.
 (69) 70. Tim Winger, PO Box 13043, Denver, CO 80201.
 (70) 71. Marshall H. Hughes, 2224 San Emidio, Bakersfield, CA 93304.

And that's all of you (for the time being). Please note that (T) indicates a zine trade and not a normal subscription per se.

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THE AL RODRIGUEZ BLACKLIST

((Remember when Blacklists were all the rage? I personally think a Bblacklist is a stupid idea. The idea of a Blacklist, in case you weren't in the Hobby back in 80-81, is a listing of peoples' names who have dropped out of games without resigning. This hobby, by its very nature, is one that will always have a high dropout rate. People are always going to drop, so why make a big fuss about it? If they later want to re-enter the hobby, why stand in their way? We ought to welcome them back. Anyhow, a couple of years ago, Bruce Linsey printed in VOICE OF DOOM, a blacklist of those who had dropped from postal games in VD. Some others supported this idea, (Ronald Brown comes to mind), and printed their own "Blacklists". This, then is the Al Rodriguez Blacklist as it appeared in BLACK FRON #40. May 5, 1981. - RB))

After seeing Bruce Linsey's Blacklist reappear in Dave Manuel's THE CHAMBER, I feel compelled to construct my own blacklist. Here goes:

1. BRUCE LINSEY - for putting me on his blacklist.
2. TROUBLE - Yes, Bruce Linsey's best friend and Diplomacy strategy advisor belongs there too.
3. RON BROWN - Can you believe that this guy gets me started in this hobby, then has the nerve to take my last center in my first postal game? I'll get even for that Ron!
4. CLARK REYNOLDS - For docking me points for "talking" (naughty-naughty) at the Valentine's Day Massacre Diplomacy Tournament.
5. DAVE GRABAR - For being the most unpredictable, unscrupulous, immoral (and maybe the best) Diplomacy player I've ever met.
6. TOM HEFLIN - For being a slum lord and charging me exorbitant rent.
- KEVIN BUCKALEW - For not paying my bail last weekend.
8. DAVID MANUEL - For stealing my good friend Allen Well's "Frog-Killer" press dateline.
9. DAN KUSZYNSKI - For trying to steal credit for my variant of the decade, "VACATION DIPLOMACY".

((Con'd next pg.))

10. JOHN H. MASTERS - Where else does "Black Jack" belong but on a black list?
11. JENNIFER KING - Same as number 10.
12. BILL HUGH - Yes you, the "Pope", for trying to attack my France at MasterCon II. I gueee I taught you a leeson.
13. JEFF ALBRECHT - For not naming hie first born after his hero. Alfred Albrecht had such a nice ring to it too.
14. BRUCE O'HARE - Jack Mastere' dentist - For prescribing pain killer for Jack'e bad tooth. If anybody deserved to feel pain, it was Jack.
15. JAY SHUFFELT - He belongs on all blackliste. He's a back stabbing, alliance switching, bald-headed rascal.
16. JANE PROSKIN - For not etopping by when she was in town.
17. ARDYCE MASTERS - For refusing to give me a x sneak peek at the other countries ordere prior to S'01. That's the last time I call you "sweetie"!

((Issue #29 of BLACK FROG featured the following. Starting with this month, I'll try and run the whole thing, month by month for the appropriate Zodiac sign. I think you will enjoy the . . .))

ASTROLOGICAL GUIDE TO DIPLOMACY

This month . . . VIRGO
(The Virgin, 24 August to 23 September)

The Virgo is extremely talented, quick to absorb facts and free food. Due to the Virginal aspects of this sign, chastity, purity, and cleanliness are permanent, damgging hang-ups. Virgos are usually down on their luck and have financial problems. So many people are out to get them that it is a good idea to speak softly and carry a bail-bondsman's phone number.

DIPLOMACY is not a game for Virgins. The beet thing to be said in favor of Virgoe ae DIPLOMACY playere is that they never forget a deadline and that their ordere are always very neatly written and accurate. Apart from that, they're hopeless. Quiet, gentle, careful, they don't have the spirit or daring necessary to make a successful player. What'e more they are completely incapable of telling a convincing lie. Virgoe loathe all war games in general; for the most part they would be better off if they stuck to Badminton. There are exceptions of course, but not too many. A postal DIPLOMACY game was once won by a Virgo -- but only once, and this was a fluke of a sort where two of the other playess were two of the other players were also Virgos.

Best Country for a Virgo to play: None.

Easieet Sign for a Virgo to Beat: Capricorn.

Best zine for a Virgo to play in: WHY ME?

"Love all, trust a few,
Do wrong to none: be able for thine
enemy
Rather in power than use, and keep thy
friend
Under thy own life's key: be check'd
for silence,
But never tax'd for speech."

ALL'S WELL THAT ENDS WELL I, 1, 74.

MURD'RING MINISTERS REVISED HOUSE RULES (Aug. 1983)

1) All standard rules of DIPLOMACY will be used, except where amended in these House Rules, as found in the Avalon Hill Rulebook of 1976.

2) Deadlines -- The deadline for turning in moves will be printed in the game result of each individual game. Deadlines will be STRICTLY enforced. This will be to insure that the zine will be as punctual as possible. Mailed orders must arrive by post the day of the deadline or sooner. Phoned-In orders must be called in by 10:00 PM the day BEFORE the deadline or sooner. (I will accept late orders after the deadline only until the adjudications have been typed up; this is usually the Saturday morning after the Friday deadline.)

3) Orders -- Orders are to be mailed to that particular game's Gamesmaster. That usually means me, but in some cases it could be Mike Coburn, Al Rodriguez, Dan Kuszynski, or whomever. So send 'em to the correct GM. Please note that this is a postal gamezine and as such, please try to MAIL your orders in. Orders sent must contain the following in order to be valid: the game ID number (the Boardman Number or temporary MM number), the date the order is sent, the country assignment, and the player's signature. Also if you are in more than one game, are writing me a letter about some game we are in together, or whatever, please keep your orders FOR EACH GAME on a separate piece of paper. Failure to follow this procedure will not result in an NMR. However, failure of the above may result in an error that, if it occurs, will be considered the fault of the PLAYER! Please understand I am striving for player protection here. If you must phone your orders in (as we all need to do occasionally), please do so with the understanding that if you do not speak with the GM personally, there is no guarantee that your orders won't be fouled up. My wife will try to take your orders for you but if she gets them wrong it's tough poo-poo. (It's always a good idea to have your orders read back to you in any case. Phoned in orders are acceptable only between the hours of 6:00-10:00 PST (and besides, if you call at other times you are likely to miss me!))

4) You must maintain a subscription or current trade to play in any MM games. Costs:
Subscription rate = \$5.50/12 Issues
Gamefee for Reg. DIP = \$6.00
No Moves Received Deposit (NMR Deposit - refundable if you don't NMR!) = \$3.00

5) Preference Lists -- A preference list is a listing of the countries you want to play, in the order you wish to play them. Preference lists will be accepted and used as best the GM can manage. (You may not get your 1st choice but you shouldn't get worse than your 3rd choice). The GM has final authority on all country assignments.

6) Notation -- The following notation will be used in the adjudications of DIP games in MM:

A = army
F = fleet
C = convoys
S = supports
H = holds in place
a = annihilated
d = dislodged
CD = Civil Disorder
NVR = No Vote Received
GM = Gamesmaster

NMR = No Moves Received
NBR = No Build Received
NRR = No Retreat Received
imp = impossible order
amb = ambiguous order (ex. - F Con-Bul. Coast?)
NSO = No Such Order
NSU = No Such Unit
OTB = Off The Board
OTM = Ordered To Move
GGM = Guest Gamesmaster

(Con'd next pg.)

"They are as sick that surfeit with too much as they that starve with nothing."

THE MERCHANT OF VENICE I, ii, 5.

HOUSE RULES (Con'd)

7) Three letter abbreviations (the first three letters) will be used to designate provinces and bodies of water with the following exceptions:

Nth = North Sea	Lyo = Gulf of Lyon
Nwg = Norwegian Sea	Lpl = Liverpool
Nwy = Norway	Lvn = Livonia
Bot = Gulf of Bothnia	MAO = Mid-Atlantic Ocean
Tya = Tyrolia	NAO = North Atlantic Ocean
Tys = Tyrrhenian Sea	NAf = North Africa

8) The GM will list possible retreat destinations but makes no guarantee the list will be all-inclusive.

9) Failed orders will be underlined. Support and convoy orders which of themselves succeed, will not be underlined, even if the unit supported or convoyed does not succeed in its movement. The province in which a unit lies at the end of a turn will be capitalized. Thus, A Den-KIE succeeds while A DEN-Kie does not. In case a move is mistakenly not underlined, but the move fails, the CAPS will be the final indicator of the unit's true resting place.

10) Supply Center Charts will use this format:

- A. StP, Mos, ~~Sev~~, WAR.....(3) 0 -- player controls StP, Mos, and War. Sev was lost this year while War was gained; the "0" indicates no adjustments this winter.
- B. Home, Nwy.....(4) 0 -- player controls all his home centers plus Nwy; no adjustments.
- C. Home, RUM, SWE.....(6)+2 -- player owns all his home centers plus gained Rum and Swe this game year. His total supply center count is (6) and he gets to build two new units this winter (+2).
- D. Con, ~~Kie~~, ~~Smy~~.....(1)-2 -- player owns only Con while losing both Ank and Smy this year. He will have to remove two (-2) units this winter.

11) A list of standby players will be maintained. An NMR will be assigned a standby player, who will inherit the position and his orders used if the original player fails to get his moves in twice in a row. There may be times when an NMR occurs but I am absolutely certain that the NMRing player won't do so again when I won't call for a standby. There may be rare times when a very small (1 or 2 center) power will be announced as going into CD rather than a standby being called. If you feel a standby is important at such times, notify the GM and a standby will be called on locally. Players may make conditional orders in such rare occasions as to whether said nation will be CD or given a standby.

12) If a player NMR's in Spring 1901, a set of preconceived neutral moves will be used. If a player NMR's in any other season, all units will hold in place. The neutral moves used for a S'01 NMR are:

Spring 1901

Austria:	A Vie-Tri; A Bud-Ser; F Tri-Alb.
England:	F Lon-Nth; A Lpl-Yor; F Edi-H.
France:	A Mar-Spa; A Par-H; F Bre-MAO.
Germany:	A Mun-H; A Ber-Kie; F Kie-Hol.
Italy:	A Ven-H; A Rom-H; F Nap-Ion.
Russia:	A Mos-H; F StP(sc)-Bot; A War-Ukr; F Sev-Rum.
Turkey:	A Con-Bul; A Smy-H; F Ank-H.

((Con'd next pg.))

MM HOUSERULES (Con'd)

13) The playing schedule will include a Spring, Fall, and Winter Cycle. Winter moves will be combined with Spring moves after 1901 unless at least two players request a separation of seasons. Moves sent in may be conditional orders based upon retreats, removals, and/or Winter builds. Said conditional orders are acceptable so long as the conditions are such as may be satisfied at the end of the season before the conditionals are to be exercised. If none of the conditions given by the player take place, the first set of orders listed will be those used. Therefore, it is wise to label one set, "In all other cases".

14) If one player submits orders for another player the following conditions must be adhered to:

1. The orders must bear the signature of the player who owns that nation.
2. Orders must arrive in separate envelopes.

This practice is not encouraged but grudgingly allowed.

15) Press Releases -- Press encouraged under the following restraints:

Press must carry a dateline. This dateline must be a city or province under the player's control or that of a neutral location (Switzerland, for example). You may not use a city or province as your press dateline if it is in the possession of another player. If a player submits a press release without a dateline or one which is under the control of another player, a dateline will be selected by the GM which is under that player's control. Note that this follows the definition of "Gray Press". "Black Press" is not allowed unless otherwise specified. Strong expletives may be deleted ("Blue Press") and the publisher reserves this publishing right. But try anything you wish. Press may be conditional upon certain orders succeeding. Press should be limited to not more than 250 words per game season. "Yellow Press", or that sent in by a player not in a certain game may or not be printed, at the discretion of the editor.

16) Concession and Draw Proposals -- All calls for a draw or concession must be unanimous to carry. Only the success or failure of the draw proposal will be published; all ballots will remain secret. NVR constitutes a "Yes" vote on the proposal. If there are multiple draw proposals that pass, the draw involving the largest number of players will be the one that passes. NO DRAW OR CONCESSION PROPOSALS MAY BE MADE UNTIL AFTER 1903.

17) If a player drops from his game(s) in MM (note the difference between 'drop' and 'resign') and does not specifically inform me he wishes to continue receiving MM for the balance of his/her subscription, his subscription will be cancelled and the balance applied to the MM expense account. This hopefully will encourage one to resign prior to leaving a game instead of dropping without a trace and messing up that game for the remaining players.

18) The decisions of the Gamesmaster are final. The only valid argument will result from a GM decision that is a direct contradiction of the Rulebook (See #1 above.)

19) Deception of the GM -- This is about the only unethical trick in the proverbial DIPLOMACY book. If you plan any extraordinary tricks to deceive another player(s), the GM should be informed (like sending a fake game report, for example). Deception of the GM would include such things as falsifying another player's orders either by post or by phone. Always be honest with your GM; he/she/it is on your side and only trying to help you. Should you be caught deceiving the GM in any way, you will be "completely" at the mercy of whatever disciplinary action the GM feels is justified.

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"This day shall not be up so soon as I,
To try the fair adventure of tomorrow."

KING JOHN V, v, 21.

WRAP-UP

That's it now, for not one, but two issues. Let us know what you think about the all-reading issue idea. Now for some stuff that didn't have room into the regular STUFF or else is fairly late-breaking news . . .

William C.S. Affleck Asch Lowe is asking for playtesters for his new game, OLD GNOMIC CONVENTION. This appears to be a role-playing fantasy game. All playtesters shall receive one free set up in addition to a free copy of these rules. In addition, for each source from which the playtester heard of this game that is reported to the referees, the playtester shall receive an additional free set-up, subject to the referees' agreement. (A max. of 5 free setups is allowed). If you are interested in being a playtester, contact William at 2206 Danisl St., Trail, B.C. CANADA V1R 4G9.

Bern Sampson, 5364 Red Lake, Columbia, MD 21045 is the STAR Custodian. He publishes STARS (the Sampson Totally Awesome Rating System). If you thought the last thing this hobby needed was another rating system, then you may not care that Bern plans to make his rating system one that is current, up-to-date, and published in a timely manner. It sounds to me like Bern plans to run exactly the same system as Dan Stafford is already utilizing in his INFLUENTIAL PLAYER RANKINGS. However, he's doing something different as his top players are similar but not exactly like Dan's. How about a quick comparison? -

IFR		STARS	
1.	Lee Kendter Sr.	9.1	1. Kathy Byrne
2.	Kathy Byrne	8.4	2. Jack Masters
3.	Jack Masters	7.3	3. Dave Cartser
4.	Don Ditter	6.2	4. Don Dittser
5.	Dave Cartser	5.3	5. Bob Osuch
6.	John Caruso	5.0	6. Dan Stafford
7.	Ron Brown (USA)	5.0	7. Greg Haskew
8.	Bill Hart	4.8	8. Fred Townsend
9.	Erio Verheiden	4.7	9. Dick Martin
10.	Dan Stafford	4.6	10. Bill Becker

If you would like to receive STARS, write to Bern (address above) and enclose \$2 for 4 issues. Trades are welcomed. When EVERYTHING is published, STARS are sure to follow . . .

Mike Cannon, 13801 Wisteria Dr., Germantown, MD 20874 plans on starting a new DipZine next month. I can't remember the name Mike intends and I misplaced his letter where that info was had. But the good news is that anyone who would like to get the first two issues for free, need only write Mike and ask. Remember, he that asketh, receiveth!

MANIFEST DESTINY is a postal DIPLOMACY zine published every four weeks by Keith Sesler, PO Box 158, Fraser, MI 48026. Subscriptions to MD are only 10/\$3.00; Standbys receive the zine for free! He has game openings in DIPLOMACY, Woolworth II-D, (A DIP Variant), and "Blowup". The rules and map for Woolworth II-D and "Blowup" were included in issue #3, which can be had for a SASE. Game fees for all games are \$1 plus a \$2 refundable NMR Deposit. #3 is 10 pages, open-faced, and contains book reviews, health articles, letters, in addition to the above-named rules and map. Send Keith an SASE for #3 and see for yourself what MD offers!

Well, I'm sure there's something I was supposed to mention but I'm nearly out of room and I can remember what it was. So, nevermind! One reason the last issue was so late getting out was because when I should have been typing, mimeoing, and collating my ass off I instead was rafting on the Kern River with Al Rodriguez and Jack Masters! Jack owns a raft and does a lot of rafting. He called and invited Al and I to come up and join his crew for a raft trip down the Kern. The Kern is the local river that flows through Bakersfield and is dangerous, drowning many swimmers annually! My first trip down saw me get bounced into the water. As I struggled to get back in, Jack loudly announced, "Hurry and get him in! The BIG ONE is dead ahead!" With that announcement I catapulted back into the raft just as we began churning as though we were the "Wash & Wear Load" on my washing machine! What fun! Al is up there today! I wonder if he'll return?